



# A Collectible Hero Game

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## GAME STATEMENT

The player collects different characters by trade with other players, or by using their existing characters to summon other, their ancestors. Characters can then be used to fight other players' characters for divine favor. Ancestor characters have traits and items that carry cryptic pieces of ancient legends that can be collected to form full stories.

## DESIGN PILLARS

### **Hoarding (Collecting)**

This is the main focus of the game, and should be emphasised as much as possible. Players collect characters, but also stories about an ancient world. A lot of emphasis should also be put into making and balancing rarities. This is strengthened by the Blockchain and Cryptic pillars.

### **Blockchain (Ownership / Trading / Transparency / Fairness)**

Enforced by the blockchain technology, the player is the actual owner of his heroes and their items, able to do with them as he wills. The benefits of the technology must be obvious and enforced. Transparency and fairness of money circulation.

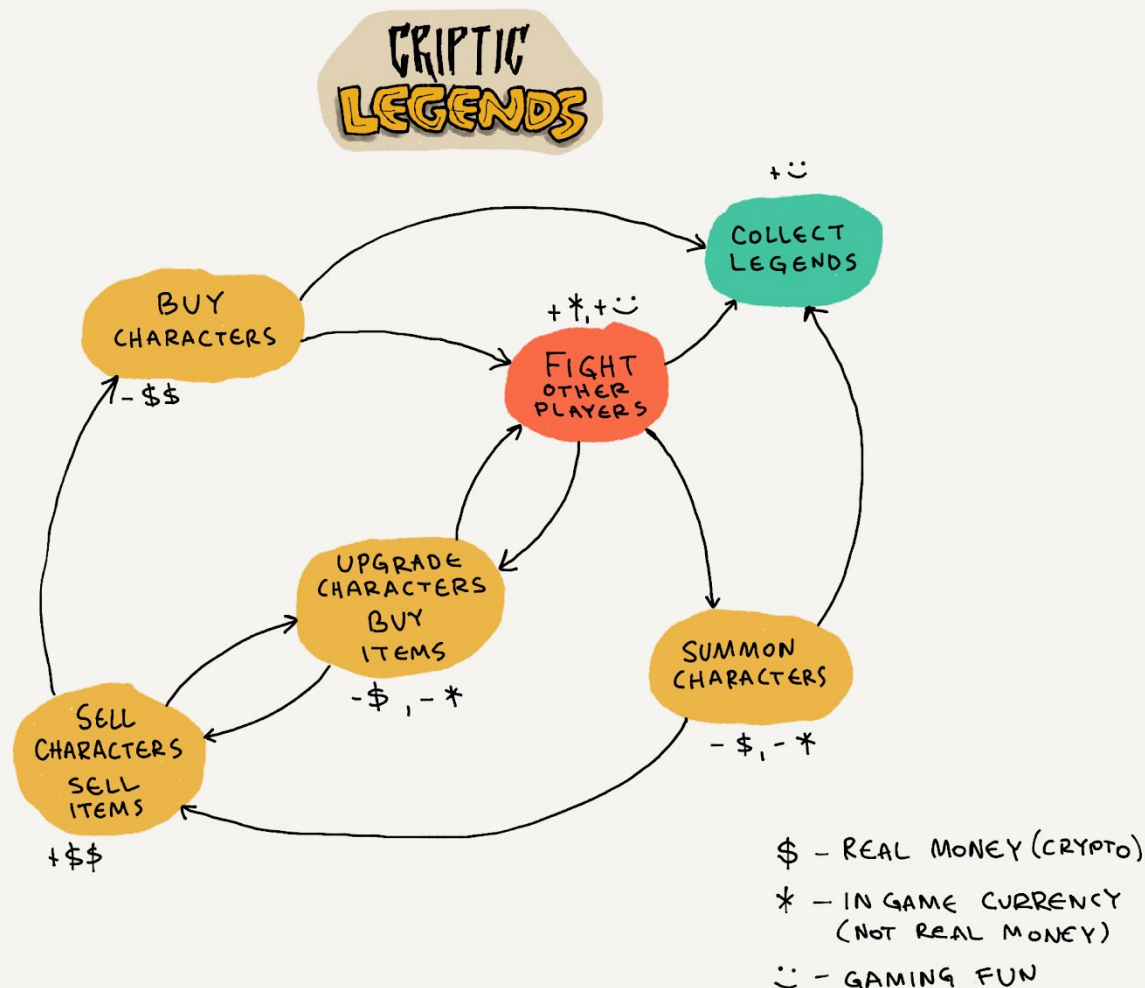
### **Cryptic (Discovery)**

The game should provide plenty of information about mysterious history that should gradually be revealed. This should be subtle, and peripheral, in the sense that it does not really affect the gameplay, only the user's experience.

## Strategy

Trading characters and using them in battles should allow the player to involve himself in with strategic, meaningful decisions.

# OVERVIEW



*Cryptic Legends Core Loop.*

Player enters the game by purchasing a character from the character market for real money. Each character comes with some core statistics, items, traits and actions, all of which are used in battles with other players.

Battles are automatic, so what the player can do is prioritizing actions before battle and then during the battle he can just observe the actions as they are performed. Success in battle brings more favor points (in-game currency) to the character, failure may bring some as well, and these can further be used to summon ancestors or upgrade skills.

Favor points are there only to ensure that players cannot upgrade or summon characters without either playing the game, or paying additionally for favor.

Both, summoning ancestors and upgrading skills requires payment for gas, but upgrading should be very cheap in relation to summoning, and it would be best if we didn't take any percentage off of these payments.

All items and traits may come with some flavor text, a story wise description. This text is called a cryptic, and is a part of a collection of cryptics which together comprise a legend - a story about an ancient tribe, civilization, event, character etc. As player obtains characters and examines their items and traits, he can collect those cryptics. Victorious player in battle can examine the defeated character's items and collect their cryptics as well, without the losing player actually losing the cryptics.

# FEATURES

## Collectibles

Main feature of the game are its collectible elements. Here is a somewhat detailed description of different types of collectibles.

## Characters

The main collectible object in the game is a character. Each character has a set of attributes that define him:

- **Portrait:** Generated from other attributes.
  - **Core Attributes:** Stored in the blockchain. Core Attributes are:
    - **Name** (affects nothing but has to be stored in the blockchain).
    - **Core Abilities** (affects battle stats).
      - **Mind** = 4 . . . 12
      - **Body** = 4 . . . 12
      - **Spirit** = 4 . . . 12
    - **Origin** (affects character's basic outfit - his clothes on the portrait). Describes a tribe or town where the character was born.
  - **Battle Stats:** Statistics generated from other attributes. Shouldn't be stored in the blockchain.
    - **Health** = Body \* 50
    - **Base Damage** = Weapon Modifier \* (Body / Mind / Spirit)
    - **Base Action Duration** = Spirit / 8 + Effective Equipment Weight
    - **Magic Resistance** = Mind \* 10
    - **Armor** = Armor Bonus
    - **Precision** = (Body / Mind / Spirit) / 8
  - **Traits:** Stored in the blockchain. Can be observed as different cards with simple rules that mostly affect other statistics. We would have a predetermined set of these, separated by different origins, and then combine them between different characters. Each trait has these attributes:
    - **Effect:** A rule that determines how the trait affects its character. Examples:
      - **Endurance:** +5 Health.
      - **Tall:** Reach, + 0.1 Precision for the enemy.
      - **Axe Master:** +5 Damage with Axe.
    - **Cryptic:** A flavor text that is actually a part of a larger collection of cryptics that together comprise a legendary story about a certain tribe, magical being, civilization, or a historical event.
    - **Origin:** Determines a set to which the trait belongs. Examples are Dragon, Vampire, Veneti, Latin, Scythian, Perun, Veles...
- DRAFT VERSION, PENDING FURTHER CONSIDERATION --
- **Skills:** Stored in the blockchain. We would actually only have an array of ids of the skills that the character has unlocked. Whenever it unlocks another skill, the only change that is needed is to add it's id which shouldn't take much gas.
- Actions that the character can perform during combat.
- **Duration:** Each skill has a duration modifier that is multiplied by the character's Base Action Duration to determine how much time has to pass between consecutive applications of the skill.

- **Usage:** The player has to pick one of several usage options for each skill which would determine how they will be used in automatic fights. For example he can set a skill to be performed when possible or only when nothing else is available.
- **Skill Trees:** Every skill belongs to a certain skill tree (about 3-7 skills per skill tree). Skill trees are unlocked for each character by items that they receive upon creation for free, but additional skill trees can be unlocked by assigning the character different items and paying for gas.
- **Upgrading Skills:** Skills from a specific tree are unlocked by acquiring enough divine favor and paying for gas.

- **Equipment:** A set of items that the character has equipped. See Items below.

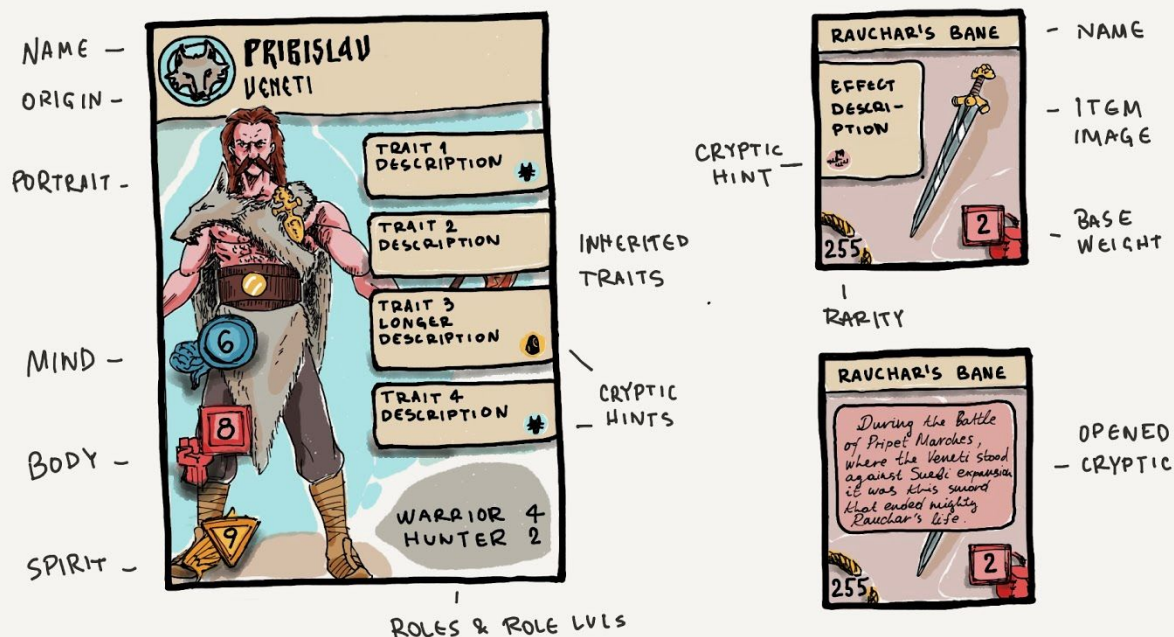
## Items

Items are created upon character creation as part of its equipment, but can afterwards be transferred to other characters or sold. Items are connected in the blockchain to the player and not the character. We should have a large predetermined set of all the items that can be created. Every item has several attributes:

- **Name:** Stored in the blockchain.
- **Traits:** Stored in the blockchain. Some skills may have a prerequisite in the form of an item in order to be used. For example, in order for a character to perform a long shot, he has to have an item that has these traits: *weapon*, *ranged*; and for a shield smash an item with trait *shield*.
- **Effect:** Very similar to traits in that it determines how an item affects the character. Examples:
  - **Wolf Skin:** +5 Armor, +0.15 Speed.
  - **Bronze Axe:** 2 Body Damage Modifier.
  - **Hawthorn Pike:** 2 Body Damage Modifier, disables target's traits of Vampire origins.

Parts of effect text, that are widely used in items, may be shortened to specific keywords.

- **Base Weight:** Stored in the blockchain. Determines how heavy an object is. Base Weight is multiplied by 7 / Character's Body to determine its effective weight in character's equipment. Effective Weight is not stored in the blockchain.
- **Cryptic:** A flavor text that is actually a part of a larger collection of cryptics that together comprise a legendary story about a certain tribe, monster, civilization, or a historical event.
- **Rarity:** Items rarity is a number that determines the chance of whether it will be the next created item. The chance is equal: item rarity / sum of all items' rarities. 0 rarity means, there is only one such item, and it is already created.



An overview of a character card and an item card.

## Cryptics

Cryptic is a piece of simple flavor text, no more than 2-3 sentences describing the story of how an object or a trait came to be, how it was used or its relation to a collection that the cryptic is a part of.

### Acquiring a cryptic

The player can acquire a cryptic by **examining** an item or a trait that has a cryptic. The catch is that the player can only examine his own items and traits, and those of a character that he has defeated in battle. Examining is done by clicking an icon to see details about the object.

The player can still see effects of any character's items or traits (for strategy and trading purposes), and perhaps there can even be a color or an icon to hint on which legend its cryptic belongs to.

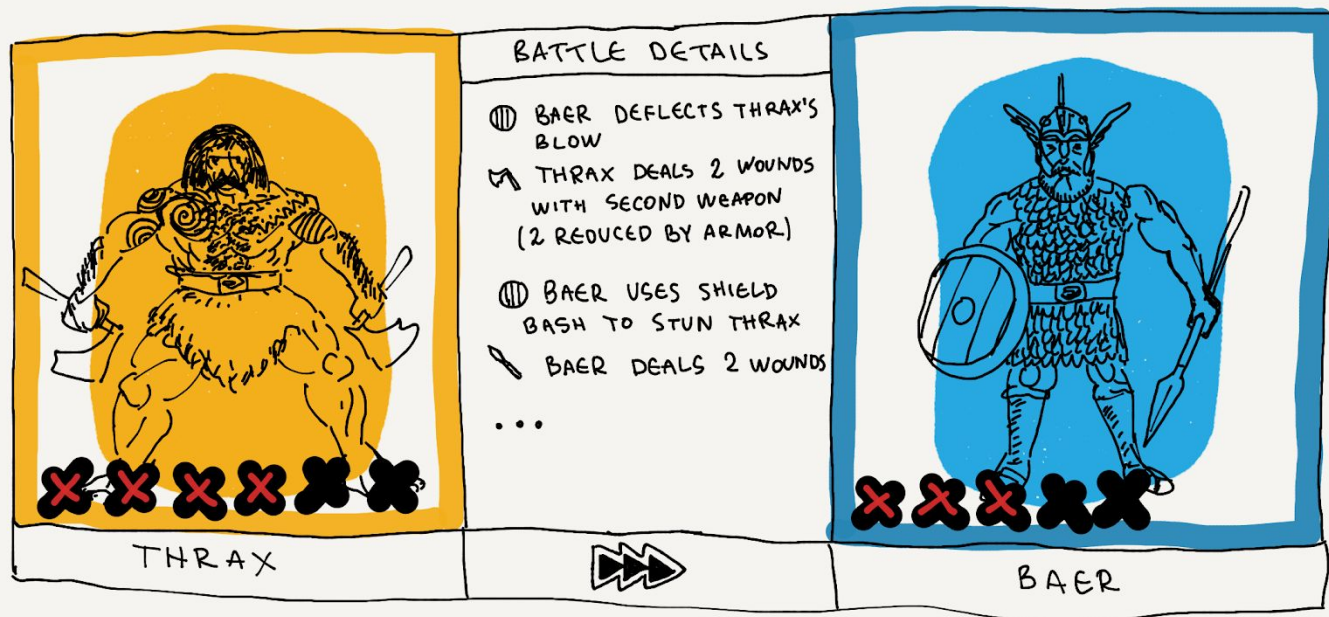
## Legend

Every cryptic belongs to a collection, and a whole collection of cryptics is called a legend. Whenever a player examines an item or a trait with a cryptic from a legend that he has not seen before he gains access to that collection where he can see exactly how many cryptics comprise it.

Collecting all cryptics from a certain legend - completing the legend, grants the player some minor aesthetic benefits, such as a different background for the battle screen if the legend was about a place or an event, or a different basic outfit for his characters if the legend was about a specific tribe or civilization.

## Battle

Player selects one of his characters that he wishes to fight with, and then selects one of other players' characters to fight with. The battle is an automatic series of actions between the two characters determined by each characters' battle statistics and actions.



*A draft example of a battle in progress.*

The player can choose to fast forward the battle, or can carefully examine the order of actions in order to improve his strategy.



# Market

A kind of a store in which players can browse different characters or items for purchase. We don't want to make this perfect as we want to have a community arise around exchanging characters in pursuit of the right cryptics.

# STORY & CHARACTERS

-- DRAFT VERSION, PENDING FURTHER CONSIDERATION --

The player is playing a role of a powerful divine being that is participating in a chaotic contest happening beyond space and time.

The story of the world is revealed through cryptics and legends and would show the perpetual struggle between the civilized world and barbarian wilderness, also hinting at civilizations' moral and social decay and barbarian nobility. We would showcase multiple different cultures, religions, wars etc.

We can also have each characters' story, generated based on his battles, owners and his ancestors.

And something for a later addition - track the player's behaviour and, based on that, create a legend around him becoming a divine being and acquiring enough power summon and control all these characters. Possible divine stories can include:

- A trading deity: Player liked to trade his characters.
- A war deity: Player centered around fighting other players with great success.
- An all knowing deity: Player centered around collecting legends.

The story should attempt to provide the motivations for the player's actions.

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# DESIGN GOALS

## Short term goals

Win a battle.  
Upgrade a character.  
Summon a character.  
Get a cryptic.

## Mid term goals

Complete a legend.

## Long term goals

Have multiple powerful superhero characters, beautifully decorated with rare items and traits.  
Have the complete encyclopedic history of an ancient world revealed.

# PLAYER MOTIVATION

This game offers plenty of motivation for both achievers and explorers and they are our main target.

## Achievers

Completing their many cryptic collections, and decorating their characters with legendary items.

## Explorers

Discover all the subtle stories about the ancient world.

## Killers

Creating strategies by building the most effective characters for defeating other players is a great motivation for this type of player.

## Socializers

Posting images of characters, and community that should arise around searching for exactly those cryptics are missing for completing collections should provide plenty of motivation for socializers to join the journey.

# GENRE

Trading Collectible Strategy Blockchain Game.

# TARGET AUDIENCE

## Primary

Well, people interested in blockchain technology would be our main audience, but we would also like to make some converts.

## Secondary

This should be researched more, but I see a working male between 25 and 45 years old who doesn't have time to play long games and is able to pay some money. Probably working with technology, since we need them to start using modern crypto technology.

## Tertiary

Males that used to collect action figures, and maybe continue to enjoy it even now. It would be great if we could evoke some nostalgia with them.

# COMPETITION

Other collectible games based on the blockchain technology that are increasingly emerging.

## Collectibles

CryptoKitties and similar stuff that are not really games. We beat them by being a game.

## Trading Card Games

Gods Unchained, Zombie Battleground etc. Fortunately most of those games are going for the trading card genre, and Hearthstone mechanics of play, while we are going for simpler mechanics and putting a real emphasis on collecting stuff.

# UNIQUE SELLING POINTS

## Collecting means discovering!

We are staying a very lightweight collectible game while at the same time offering some real value through actually collecting short sentences that become real stories.

# PLATFORM

Blockchain and web. Possible expansion to mobile.

# MONETIZATION

It should be made very clear to the players that the necessary gas money does not go to the developers.

## Taking a Cut

Actions that demand gas, and how to monetize on them:

- **Summoning a character:** We may take a small cut which since we built the algorithm and everything but it would be better if we didn't to encourage it more.
- **Trading characters & items:** We take a small cut which is fine since this is where some players can actually profit of something what we have built. This should by far be the most profitable part of the game as it is the most convenient way to unlock cryptics.
- **Upgrading characters:** We don't actually take a cut here, and this should be very cheap to do.

## In-game Currency

Upgrading characters also has a cost in the in-game currency called divine favor which is collected by battling other players. We can sell this currency so that players that want to progress quickly through the game can do so.